TNE006

Supplement M9 Meshan Sector Ironside in The New Era

History of The Imperium Working Group

New Zealand

FSpace Publications

Credits

Concept and Development	Philip Warnes
Original stellar data	Mike Mikesh
Preamble & New Era notes	Martin Rait
Interior Illustration	Aaron Barlow, Philip Warnes
Production	Martin Rait
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Preamble

This publication is a reissue of a world RICE paper development document written by Philip Warnes in 2002 for the Classic Traveller publishing project for the Meshan Sector.

The original document appeared only as DOC file that may be found on some websites at the time of writing.

The work was based on the earlier development activity by the author and other team members working on Meshan Sector during The New Era as part of the History of the Imperium Working Group New Zealand activity.

This publication also includes notes regarding the system in The New Era as well.

It is republished here to preserve the work in a viable modern format, ensure the copyright of the author is asserted and to provide a context alongside other Meshan Sector documents that are being made available.

The format of the original publication and distribution mechanism meant this was probably viewed as a hobbyist effort at the time. We do not even know if Marc Miller or his staff even read it, let alone heard about it. Many versions of Traveller have been released since and the universe has effectively returned to the pre-Rebellion setting, meaning this material may still be relevant.

The licensed Classic Traveller project for Meshan Sector stalled with the departure of the principal author of the sector work.

It is hoped in the future that FSpace Publications can renew it's Classic Traveller Meshan Sector publishing licence.

For now, this publication (in the format presented here) will be found in non-commercial releases by FSpace Publications directly, or as part of the publication collections found on FSpace DVDs released from 2019 onwards. It will also be viewable at the New Zealand National Library.

The good news, is that Philip's work was recycled and expanded to become *Far Frontiers Ironside*, a generic science fiction world setting book, that is commercially available and can be used with minimal adaptation for use with the canon Traveller universe.

This publication will help alongside *Far Frontiers Ironside* to paint a picture of how to use and place the world in the Meshan Sector.

At some point in the future this publication will be made available to future registered purchasers of *Far Frontiers Ironside*.

In the Traveller universe the world is known as Ironside, but the spelling has been corrupted over time locally and they spell it as Iornside. For the purposes of clarity, this publication uses the Ironside spelling.

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Ironside System Stats

Planetary Stats (circa 1110)

Location	2418, Meshan Sector, Subsector G, Varson				
Ironside	2418	D78A438-5	Ni Wa	824	Na F6 D M7 D

System Stats

Orbit	Name	UPP	Remarks
Primary	Lord Fossey	F6D	Companion in orbit 9
1	Dante's Rest	Y-S00000	
2	Kitch	Y-870000	
3	Ironside	D-78A438-5	Ni, Wa, Non-aligned
7	Marama	Y-100000	
45	Luna Rossa	G-43121A-4	Research station
4	Whistle Stop Belt	Asteroid belt	
5	Tane	LGG	
6	Wolfe	Y-300000	
10	Fox	Y-200000	
13	Terrier	Y-100000	
20	White	Y-S00000	
6	Smurf	LGG	
3	Tubbs	Y-570000	
6	Chopps	Y-520000	
11	Renaldo	Y-S00000	
7	Ash	SGG	
6	Fig	Y-300000	
8	Silver	Y-200000	
8	Muffy	SGG	
6	Wool	Y-200000	
9	Nylos	Y-S00000	
12	Plass	Y-S00000	
9	Meredith	M7D	Companion to Lord Fossey
1	Cueball	Y-S00000	
2	Puck	Y-300000	
3	Needle Belt	Asteroid belt	

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Ironside Background

Physical Setting

Seen from space, Ironside looks like a marbled blue and white water droplet, a moist and friendly haven floating endlessly in the depths of space. Ironside is almost entirely covered in water to an average depth of 2.78 kilometres. Remarkable are its retinue of two moons. The smaller moon, Marama, is only 1600 kilometres in diameter but orbits at a distance of only 39,200 kilometres from Ironside. The Larger moon, Luna Rossa, is a hefty 6400 kilometres in diameter, but (fortunately for the inhabitants of Ironside) is at a respectable distance of 252,000 kilometres from Ironside. Both moons are tide-locked, keeping the same sides facing Ironside.

Ironside rotates on its axis once every 24 hours (almost exactly the same as Terra's). The inner moon, Marama, takes only 25 hours to complete one orbit around Ironside (just outside geosynchronous orbit) however Luna Rossa takes a somewhat more stately 17 standard days to complete one orbit. Seen from the surface of Ironside, Marama takes a full 24 days for it to go from one moonrise to the next, gradually crossing the sky from east to west and taking a full twelve days to do so.

Ironside resides in a star system with two stars that have quite a remarkable contrast in colour. The brightest is Lord Fossey, which is a compact F6 class dwarf star, more compact than a main sequence star of this spectral class but more than bright enough to keep Ironside warn and habitable. Lord Fossey was named after Captain Joseph Ironside's patron who financially backed his expedition that lead to the discovery of this system. The other star is called Meredith. It was named after Lord Fossey's somewhat volatile wife Lady Meredith Fossey. It is a small M7 class red dwarf, which is often subject to quite large flare outbursts.

Ironside's skies can be a real smorgasbord of sights for the astronomically inclined inhabitants that are astronomically inclined. Marama is a whitish, bluish grey colour but close enough to appear 2.3 degrees across. Luna Rossa, despite its size, is far enough away to only appear as coppery orange-reddish discs just under 1.5 degrees across as seen from Ironside. The two suns of Ironside also make a remarkable contrast, for Lord Fossey is a bright whitish colour, but Meredith is very reddish and only appears as a bright reddish star in Ironside's skies. Two large moons and two suns there are extended periods on Ironside where it never really gets dark. With two moons, two suns, the bright evening and morning 'star' Kitsch and two large nearby gas giant planets, the skies of Ironside is never dull, and has been a constant source of inspiration for generations of poets, artists and storytellers.

Ironside is almost entirely covered in water, but there are a few volcanic islands that poke their peeks above the surface of the ocean. Ironside is volcanically active with a large metallic core that is constantly stirred up by tidal interaction with its two moons. There are no continental landmasses on Ironside – only chains of volcanic islands. The largest island, Samoa, is 70 kilometres long and 20 kilometres wide and is where the capital is located. Other colonies are located on the islands of Guam and Fiji. In addition there are two island resorts located on the Norfolk and the Tonga archipelago's. All of these islands were named after Pacific Island territories back on

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Earth because they reminded the early colonists of these island paradises.

Ironside is generally warm, much like in the tropical regions of the Pacific Ocean. There are small ice caps at the poles, but the ice breaks up and drifts off during the summer months creating a serious iceberg hazard, where icebergs can be prolific up to the 45th parallel. With hardly any land to stop them, the higher latitudes of the planet are prone to experiencing powerful storms which can build up to well over hurricane force with waves well over 30 meters high. For that reason mariners very rarely venture into those regions, sticking to those areas up to 40 degrees north or south of the equator.

Ironside has an axial tilt of 20 degrees. It has a dense atmosphere consisting of a standard nitrogen and oxygen mix, which is breathable without the need for any breathing equipment. This helped make Ironside an attractive planet for the colonists to settle.

History

The communities on Ironsides are derived from a mixture of both Vilani and Solomani ancestral stock. Its solomani discoverer, Captain Joseph Ironside, named the planet. Ironside was born on the British Isles in 2400AD (-2120 Imperial calendar). He was leader of a small scientific exploration mission that was sponsored by the Royal Society under its patron Lord David Fossey. The vessel was a 2000-ton jump two capable ship with a crew of palaeontologists, cosmologists, exobiologists as well as diplomats, all well equipped to handle any first contact situations. Ironside and his team were instructed to explore various regions in and around the Meshan sector and report the findings back to the Royal Society. Captain Ironside discovered the planet Ironside as a result of a miss-jump. He was forced him make an emergency landing near the island of Samoa so that he could make necessary repairs to his ship's jump-drive after it was damaged during the miss-jump. To these initial explorers the planet Ironside reminded them of a terrestrial tropical island paradise. When the initial largely Solomani colonists arrived, they named their colonies after tropical islands in Earth.

Later there was an influx of Vilani settlers, which augmented the Solomani population. The two cultures co-habitated very well. After a while the Solomani and Vilani people lost their separate identities and eventually merged to form Ironside's own unique culture. The initial colonists were mainly from the British Isles on Earth and spoke Anglic (a language derived from English). With exposure to Vilani culture, many Vilani words were incorporated into the local dialect, so eventually the language spoken by residents of Ironside evolved into a version of Anglic with a number of Vilani words and phrases.

Industry

Ironside is a tech level 5 planet with a total population of only 80,000 and little scope for any major industrial activity. The main industry on Ironside is fishing. Complicated tidal harmonics set up by Ironside's two moons has created strong up-welling sea currents in some locations near the main settlements. This brings nutrient-rich bottom water to the surface sustaining a very rich fish resource. Fish is caught for two reasons: food and oil. Some of the fish caught on Ironside are very good eating and have a Very light, delectable and refined taste. Some varieties are exported all over the Meshan sector and even beyond where they are served up in only the highest-class restaurants. The other major fish product that is exported is oil. There are some species of fish

in Ironside's oceans that are very rich in extremely high-grade oils that have very low coefficients of friction. This oil is highly sought after for its use in delicate machinery. Oil extracted from Ironside's fish is also used as a hydrocarbon fuel to power many of the boats that ply Ironside's oceans. These vessels are generally in the order of 500 to 1000 tons.

There is some (seagoing) ship building and repair capability available, mainly in the capital of Samoa. There are a few vessels made out of steel which have been imported from off world. The main material that vessels are built out of are the native tropical hard woods that are extremely strong, hard and resistant to rotting.

Each of the three largest colonies (Samoa, Guam and Fiji) are located near zones where there is an up-welling of very nutrient-rich water leading to a plentiful supply of fish.

The other notable industry on Ironside is tourism. This is relatively minor, however there are two 'escapist' tourist resorts on the outlying islands of Norfolk (population of about 100) and Tonga (population of about 150). Access to these resorts is usually by boat. Each of these two resorts has a capacity of about 100 tourists at any one time. Every effort has been made to keep these resort islands in a pristine condition as possible so that the tropical island paradise experience is not compromised.

The largest watercraft on Ironside are the passenger/cargo traders that ply between the islands. They pick up both cargoes, such as frozen fish and oil products, and passengers. Passengers may be either local resident travelling between the islands or tourists. There are three such vessels, which are about 2000 tones each. There is also a smaller island cruiser called the Fair Winds which is entirely dedicated to transporting tourists between islands on luxury cruises. The Fair Winds is about 1000 tones, is rigged as a 3 mast schooner with an auxiliary hydrocarbon powered engine.

There are two classes of fishing vessel – large and small. The larger vessels are in the order of 1000 tones and are capable of fishing in deeper, more remote waters. They are entirely motorized. These vessels tend to be operated as part of larger joint venture operations. The smaller vessels are smaller 100 to 150 tone vessels that operate closer to shore. They tend to be a combination of sail and motor powered. These vessels are operated as family ventures.

Customs

The people of Ironside tend to be very open and friendly. The are a community minded people who live in fairly close-knit communities. The residents are very friendly and are very open and accommodating for visitors. In the smaller outlying communities this kinship and communal style of living is even more prevalent.

In the fishing community there is a kind of brotherhood – almost like a very strong bonding. Many of the fishing vessels are family based enterprises built on a small scale. There is a very strong kinship within such communities.

Ironside Scenario Hooks

1. A trading vessel has mysteriously disappeared deep in Ironside's oceans without a trace. The manager of one of the joint venture operations wants the party to try and locate the missing vessel and determine the fate of the crew.

2. The party is hired to conduct an oceanographic survey of part of the oceans of Ironside.

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There have been unconfirmed reports by some of the fisherman for a very large sea monster similar to a terrestrial octopus that lurks deep in Ironside's oceans. The party has been given passage on one of the larger joint venture vessels. The joint venture with an interest in this expedition would like to examine the commercial possibilities of harvesting these creatures.

3. Strange artefacts have been found on one of the resort islands. These are very high tech (TL16) artefacts and indicate that a previous technological civilization had at least visited Ironside. The local government wants the party to investigate these artefacts, catalogue them and determine the identity and nature of the former civilization, and why they were there.

4. There has been a mysterious disappearance of a famous poet and artist from his residence in Samoa. He has not been seen for some months and relatives have hired the party to investigate his disappearance.

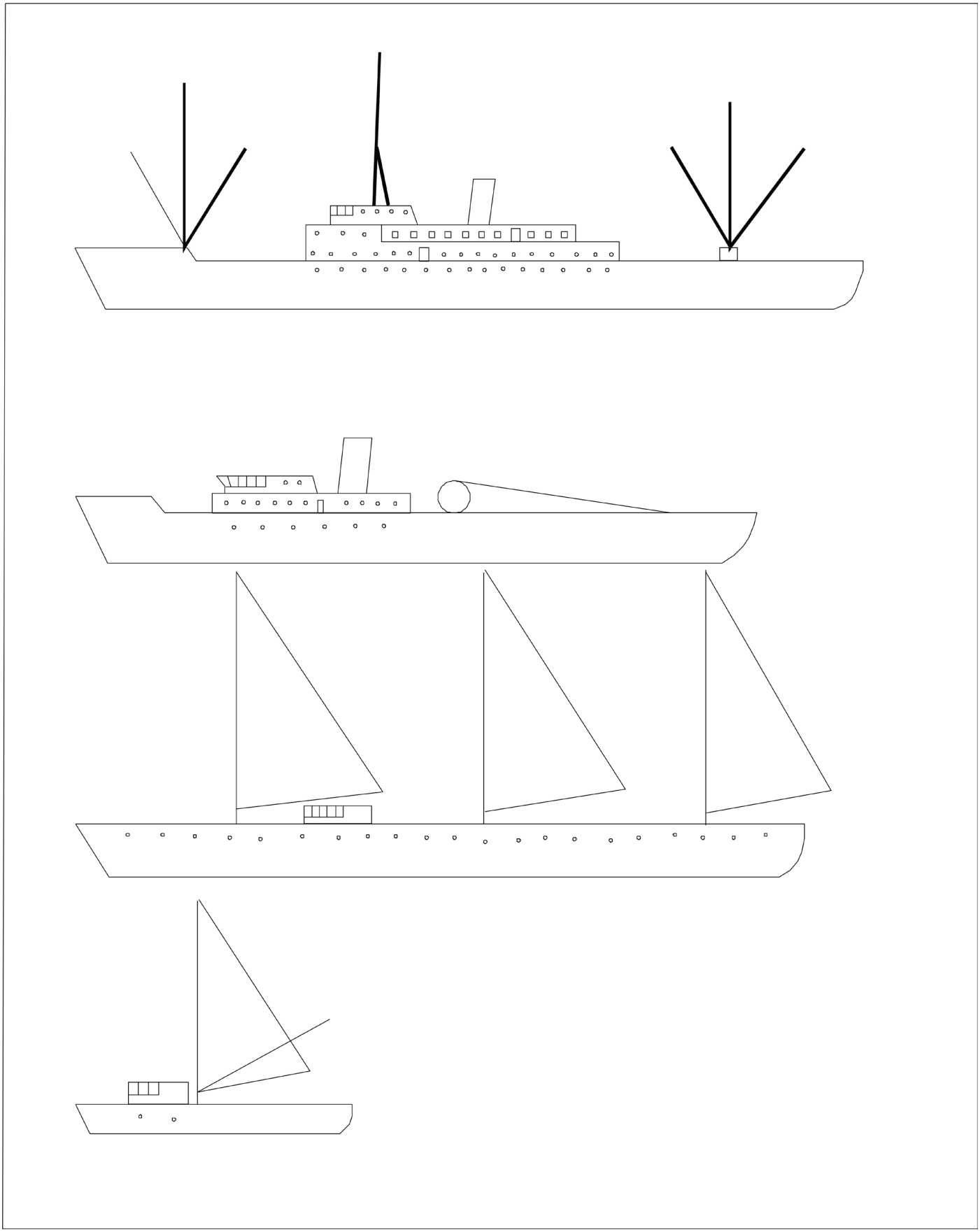

Figure 3: Various ships on Ironside. From the top: 2000 ton passenger/cargo trader, a large fishing vessel, the cruiser 'Fair Winds' and a small fishing vessel.

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Luna Rossa

The base on Luna Rossa

Luna Rossa (6400 kilometres in diameter or the same size as Mars) is big enough to be a substantial planet in it's own right. Like Mars, Luna Rossa has a thin atmosphere (thicker than Mars at about 100 millibars) and has a peculiar reddish colour – hence it's given name by the Solomani explorers. The reddish colour is due to iron oxide compounds covering the surface of the moon. The moon is mostly geologically dead, but there are some out-gassing fumaroles and vents. Its very thin atmosphere requires the use of pressure suits.

Luna Rossa is quite odd because there is compelling evidence that there was an attempt to terraform this moon at some stage in the distant past. Academics have deduced this by looking at the chemical and isotopic composition of the moon's atmosphere and it's surface features. In some locations there are strange alien artefact of a very high technological level located in underground caverns on the moon. These artefacts are extremely old – in the order of several million years old. They are much older than the ancients. Very little is known about the civilization that built these artefacts and nothing is known about why they disappeared.

Such major evidence of this civilization does not also appear on Ironside. Luna Rossa has a very old, geologically inactive surface. Ironside's dry land surface consists of just a few geologically young volcanic islands.

The scientific staff (largely of Solomani origin) largely runs the small research base located on Luna Rossa. This is an outpost with just a few hundred people based there at any one time. The outpost consists of a central base and three field outposts that are located near points of interest where alien artefacts have been found. The staffs are mostly off-world scientists but there are about ten academics from the University of Ironside stationed there at any one time. Transport between the main base and the outer field stations is by large 50 ton pressurized tracked rovers.

Scenario Hooks

1. Communications with one of the outer field stations suddenly stops. A party is sent in to investigate and check up on the crew. Upon arriving at the field station the party discovers that the station is completely deserted and that sections have been badly damaged.

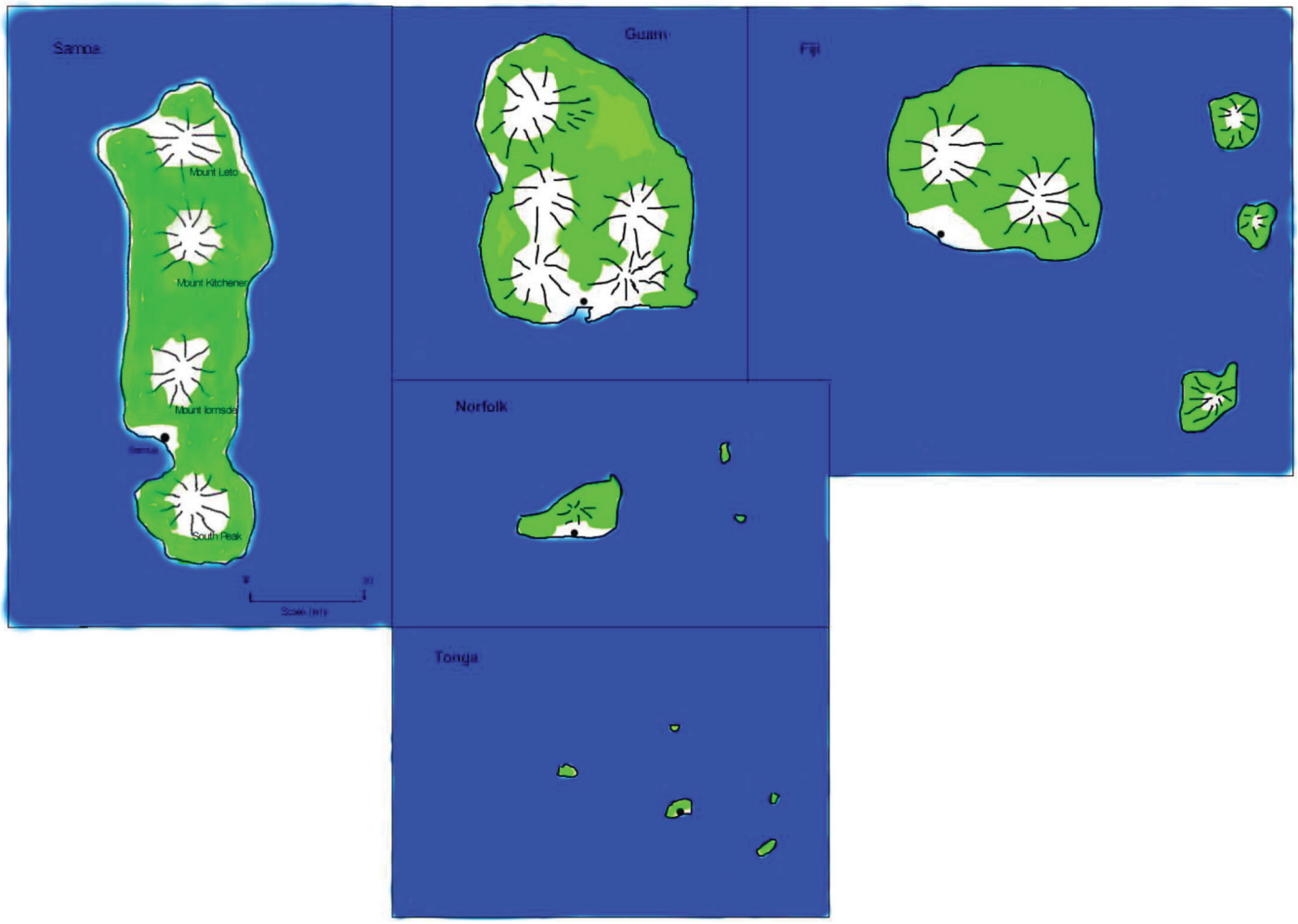

Figure 1: Map of the principal islands. Clockwise from top left they are Samoa, Guam, Fiji, Norfolk and Tonga (bottom).

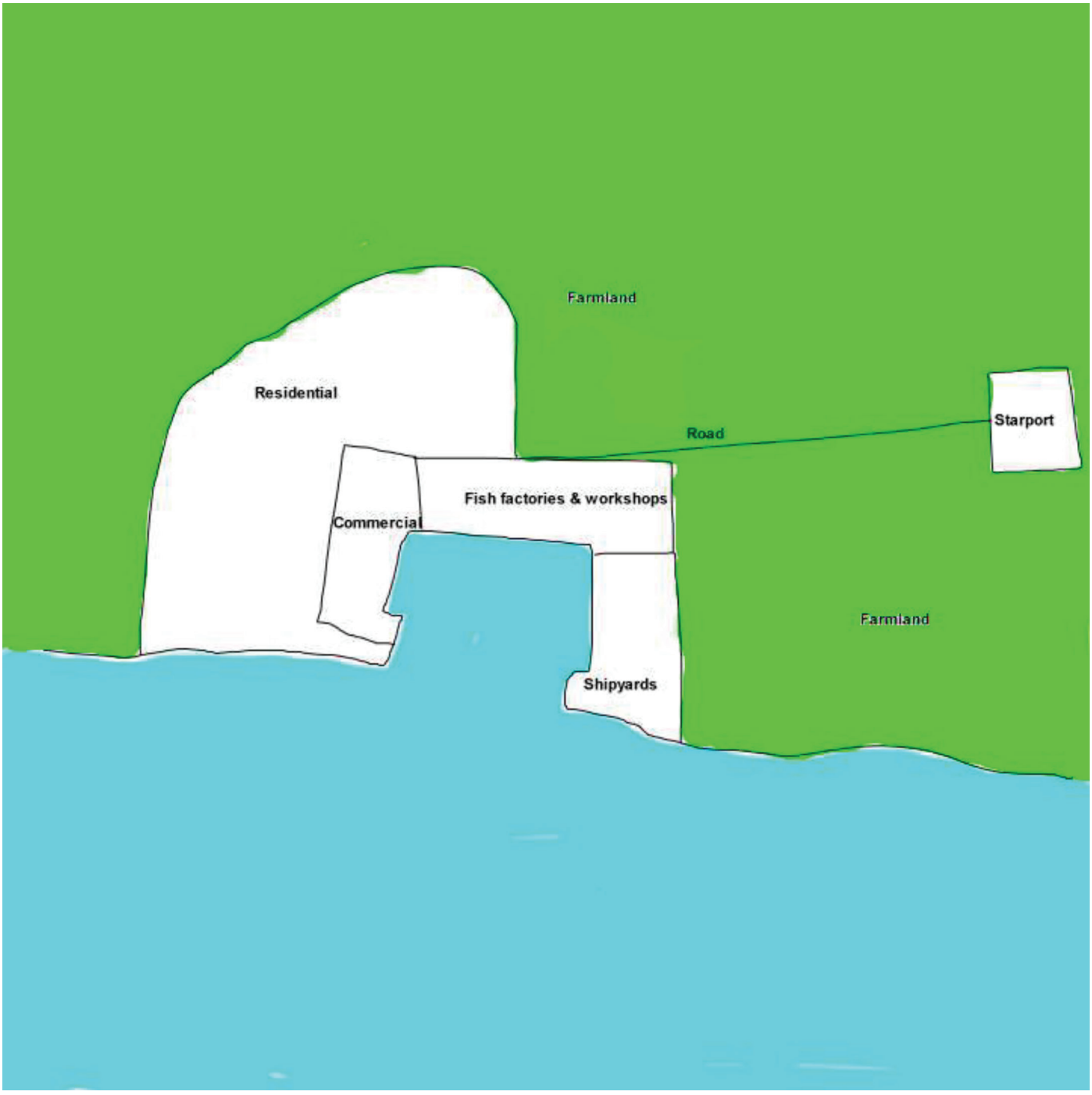

Figure 2: Map of the capital City – Samoa

New Era Notes

The details regarding the world did not change from 1110 to 1115 in the lead up to the Rebellion era. It remained a non-aligned human world during that period

Rebellion

Political changes in the Varson subsector (subsector G of Meshan sector) and sector wide saw this world become part of the Ruler of Five state in 1116 through invasion. Following the invasion, Vargr overlords extracted high taxes and demands for food exports that dropped the standard of living sufficiently that mass full time employment became necessary for the first time in living memory. Allowed to continue self governance, the local authorities struggled with the resultant poverty.

The research base on Luna Rossa was used as a bolt hole by the Vargr overlords away from harm from the locals, as rioting increased over the years.

Main world stats circa 1120

Ironside	2418	D78A438-5	Ni Wa	824	V5 F6 D M7 D

New Era

This system was struck like many others by the chaos caused by the Virus.

The centres for mass production became focal points for Virus attacks – both industrial and population centres. The local population was decimated in the attacks. In the chaos, no Vargr on the planet survived the bombing. The scars of a few of these bomb sites are still visible as reminders of war.

The research station on Luna Rossa is now empty. The locals don't know if it was evacuated, attacked, or those residing there simply died out due to lack of transport craft. The base itself wasn't technically sophisticated itself to be a viable long term habitat without support from technically advanced offworlders

Main world stats circa 1200

Ironside	2418	D78A338-5	Lo Ni Wa	424	Na F6 D M7 D

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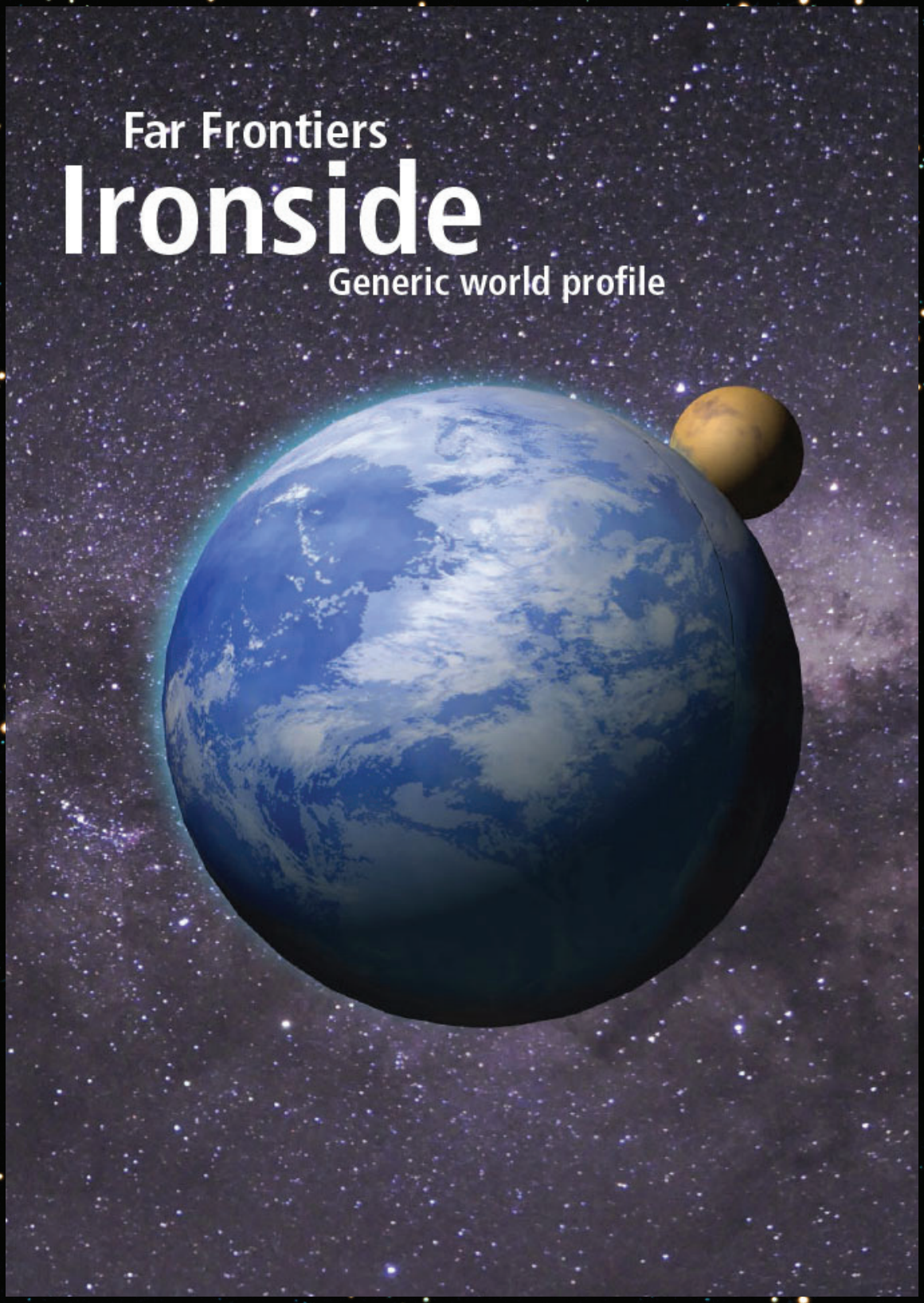

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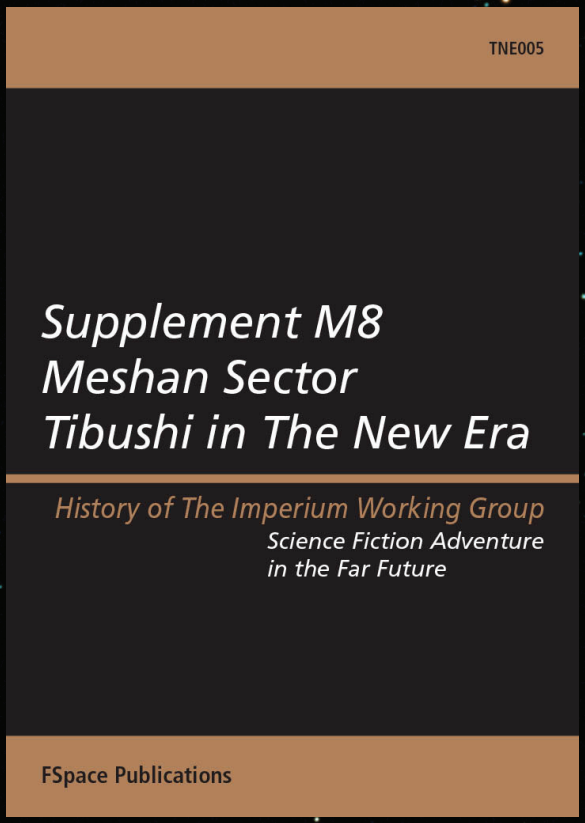

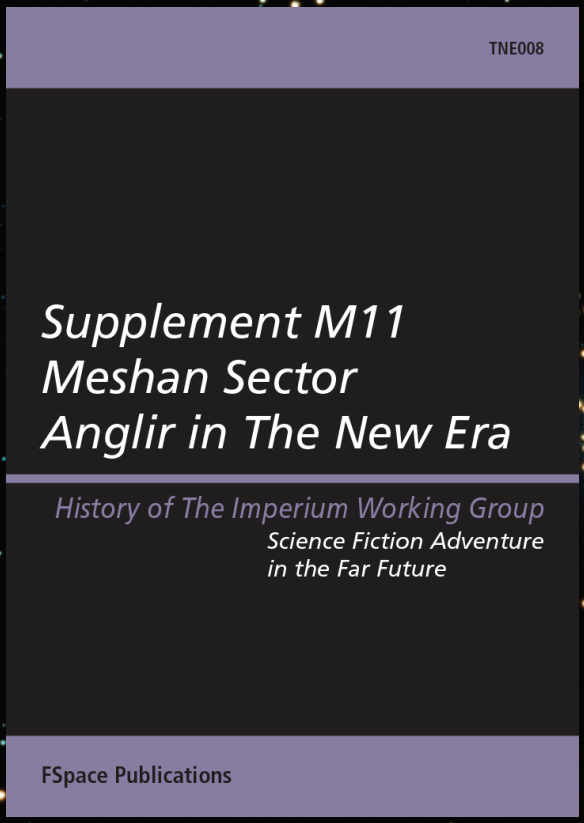

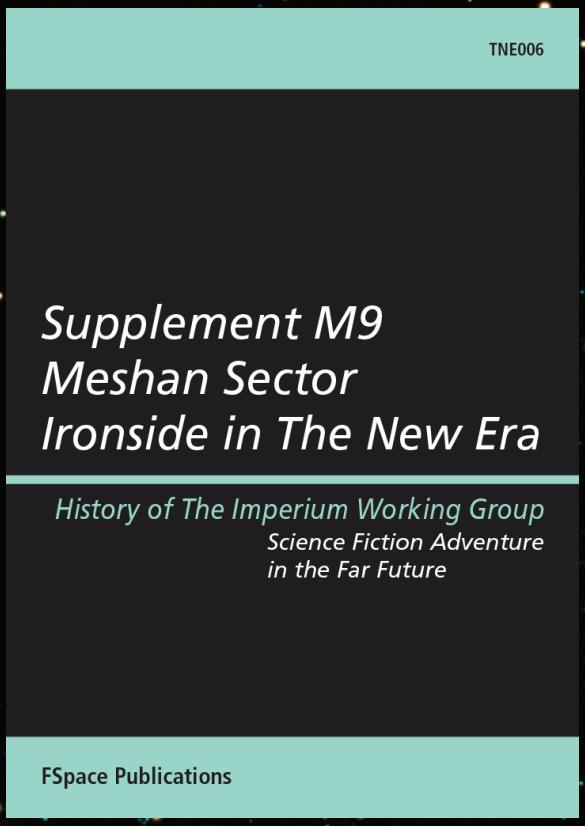

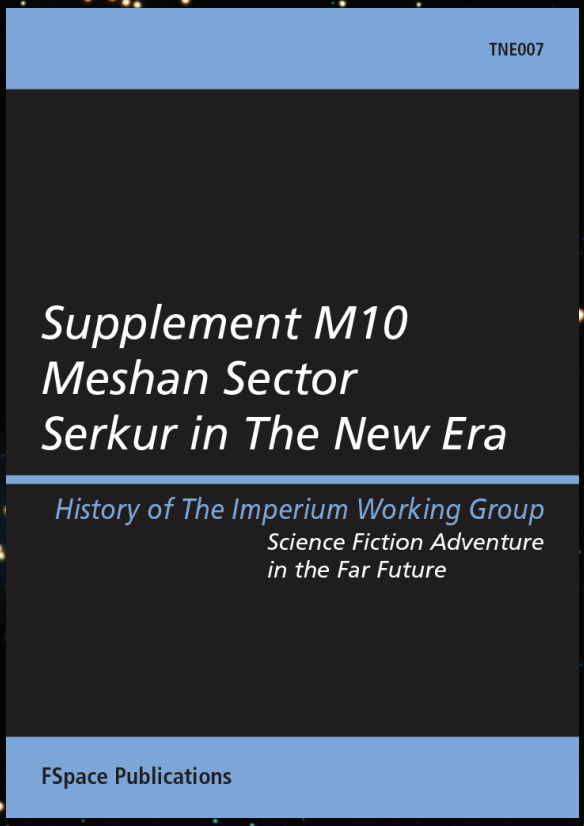

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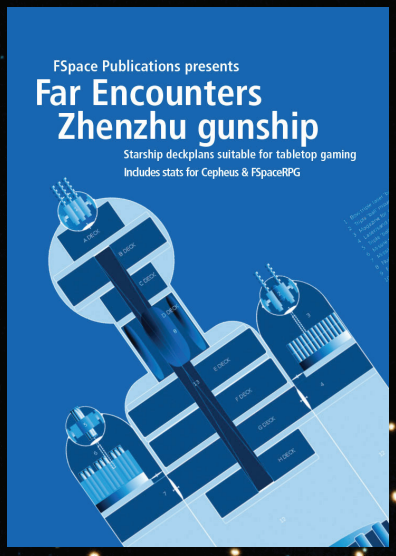

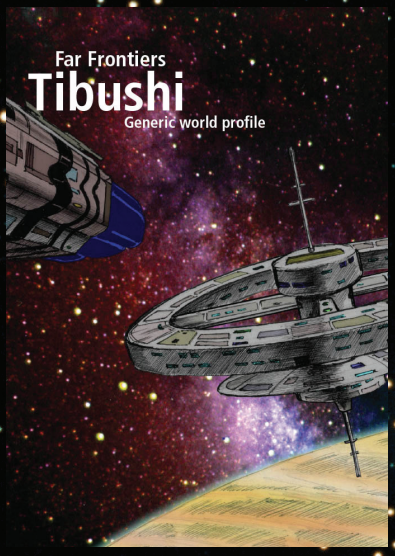

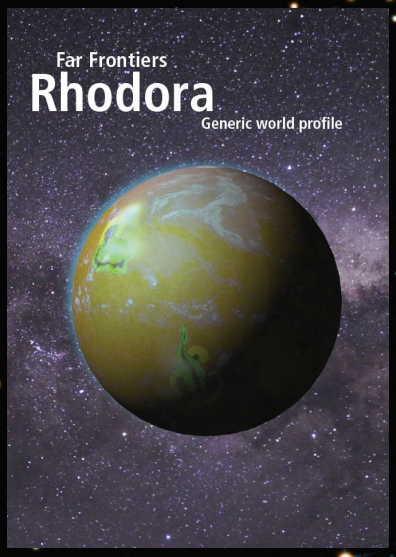

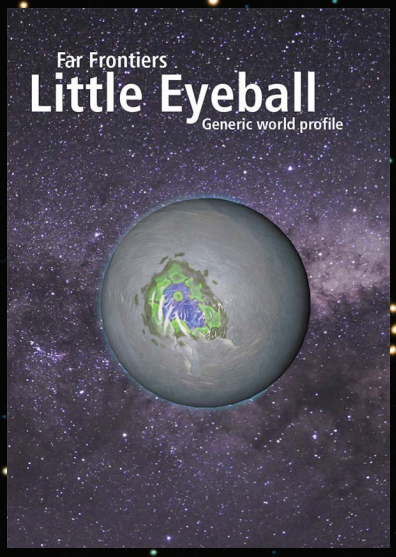

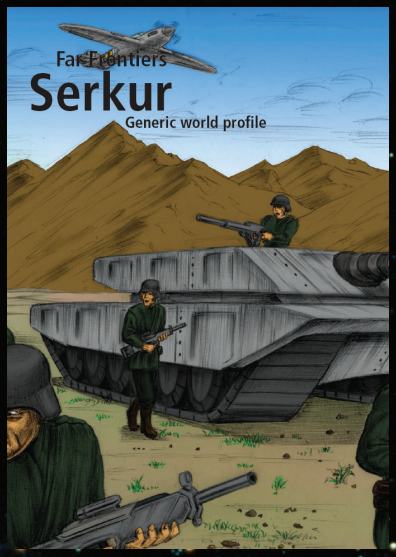

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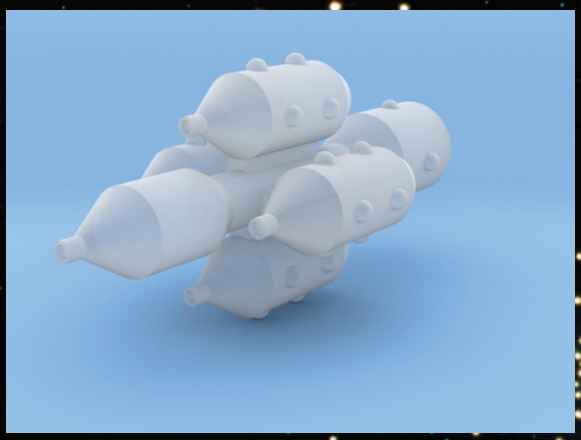

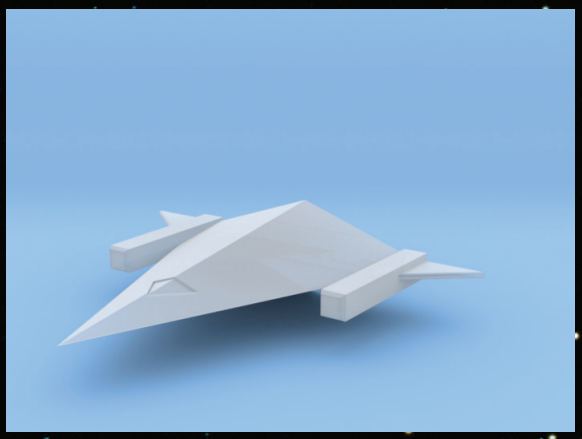

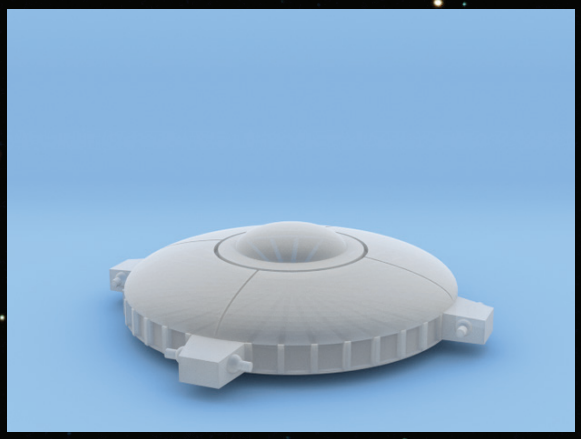

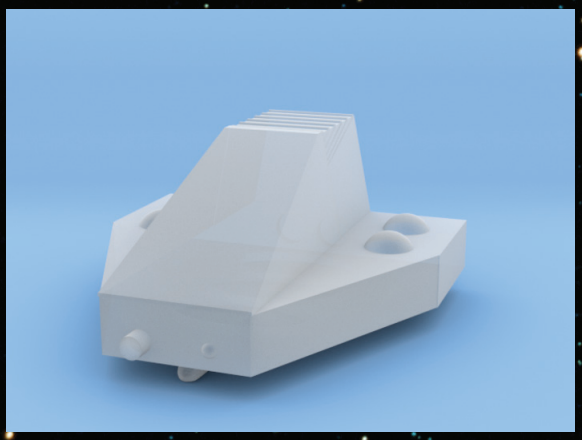

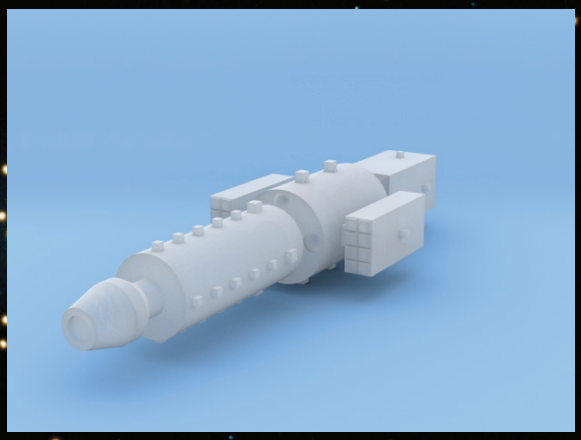

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FSpaceRPG is the home of FSpace Publications, created back in 1991 to take a homebake roleplaying game and take a crack at going commercial.
The product went commercial in the late 1990s domestically and has slowly expanded.
We also publish material for generic gaming purposes, and have other games coming. We've delivered our games mainly as ebooks, but also have a number of mobile apps available to assist your gaming, whether with our games or others.
This site provides information about our products, but is mainly aimed at providing support information, news and views. If you'd like to participate in some way, get hold us via our contact form.
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Ironside is an inhabited human water world in the Meshan Sector. The locals live a quaint maritime lifestyle with many cultural elements derived from their Earthly roots, enriched with some Vilani influences.

The world and one of it's moons was once the subject of active study, as the largest moon showed signs of a terraforming attempt prior to the 2nd Imperium expansion into the sector. High tech artefacts were sometimes discovered.